EPILEPSY WARNING

Please read the manual and particularly this paragraph before using this video game system or allowing your children to use it. A responsible adult should go through with any minors the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-ROM on any other CD player-doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

Dreamcast™

MAN03204.07-ENG

F355 challenge™

Passione Rossa

SEGA

F355 Challenge ™ Passione [illegible]
Original Game © SEGA ENTERPRISES, LTD. 1999
© SEGA ENTERPRISES, LTD./CRI 2000. Developed by AM2 of CRI

IDEA

Acclaim

Distributed by Acclaim Entertainment Ltd

TABLE OF CONTENTS

LOADING 2
CONTROLS 5
MAIN MENU 6
THE SCREEN 7
SELECTION SCREEN 8
ASSIST FUNCTION 9
MODES 10
- TRAINING 10
- DRIVING 10
- RACE 10
- ARCADE 11
- CHAMPIONSHIP 12
- SINGLE PLAY 13
- VERSUS PLAY 14
- NETWORK RACE 14

CAR SETTINGS 17
DRIVING DATA 19
HOME PAGE 21
OPTIONS 21
SAVE/LOAD GAME 22
COURSES 2

NEED HELP???

Hints, Tips and Cheats

For hints, tips and cheats please call the **Acclaim Games Hotline** 24hours a day 7 days a week on **09067 53 50 00**

Calls cost 75p per minute at all times. Please ask the bill payers permission before using this service. Callers must legally be over 18 years of age.

For Technical Support, see the end of this manual

Loading

1 Insert your F355 Challenge ™ Passione Rossa Dreamcast™ Specific Disc into your Dreamcast console

2 Plug your Dreamcast Controller into Controller Port A

Note: F355 Challenge™ Passione Rossa is a 1 to 2 player game* Before turning the Dreamcast power ON connect the controller or other peripheral equipment into the control ports of the Dreamcast.

3 Switch on the power to your Dreamcast Unit

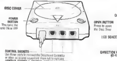
4 You will be prompted to select a Visual Memory (VM) on which to save your progress in the game Each saved game requires up to 38 blocks of memory If you do not have a VM or it does not have adequate blocks to save the game data you will be alerted but may continue playing

While saving a game file never turn OFF the Dreamcast power, remove the memory card or disconnect the controller.

***Purchase additional controllers (sold separately) to play with two or more people**

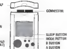
While the unit is on, press the Open button to open the Disc Cover of the Dreamcast console. The Dreamcast Bootrom screen will appear. Choose the Settings option (the clock in the bottom right corner) The following screen will have language selection as the 1st option Press A to go to the language selection screen and choose the desired language We support English, French, Italian, Spanish and German

CONTROL DECK

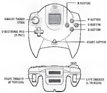


CONTROL SOCKETS Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **CONTROL SOCKET A, CONTROL SOCKET B, CONTROL SOCKET C, AND CONTROL SOCKET D**. Use each port to connect controllers for players 1 to 4 respectively. NOTE: **CONTROL SOCKET** can also be referred to as **SOCKET**

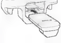
VISUAL MEMORY (VM)

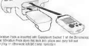


Never disconnect the VM while performing a battle or exchanging data when connected to another VM. Also note that leaving two VM connected for a long period of time will considerably shorten the life of the batteries


X BUTTON
ANALOG THUMB STICK
Y BUTTON
B BUTTON
A BUTTON
DIRECTIONAL PAD (D-PAD)
START BUTTON
RIGHT TRIGGER (R TRIGGER)
LEFT TRIGGER (L TRIGGER)

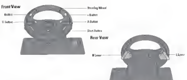
Never touch the Analog Thumb Stick or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. Operation with incompatible controllers is not guaranteed.





When the Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

Race Controller

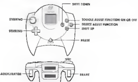

Front View
Button
B Button
Steering Wheel
+ Button
A Button
Start Button
Rear View
R Lever
L Lever

When using the Race Controller never touch the steering wheel or left and right levers when turning the Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

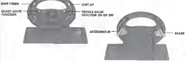
MENU NAVIGATION

Confirm/Select	A BUTTON
Cancel/Previous	B BUTTON
Select Option	DIRECTIONAL BUTTON UP and DOWN
Toggle Option	LEFT and RIGHT DIRECTIONAL BUTTON
Pause Game	START BUTTON

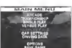
Dreamcast Controller


SHIFT DOWN
STEERING
TOGGLE ASSIST FUNCTION ON OR OFF
SELECT ASSIST FUNCTION
STEERING
SHIFT UP
PAUSE
ACCELERATOR
BRAKE

Racing Controller


STEERING
SHIFT DOWN
SHIFT UP
SELECT ASSIST FUNCTION
TOGGLE ASSIST FUNCTION ON OR OFF
ACCELERATOR
BRAKE

Main Menu



There are various modes in this game
Each of these modes is summarized here

Go to the Main Menu by pressing the **Start Button** at the Title Screen Select the mode to play using the **Directional Button** and confirm the selection with the **A Button** If the demonstration has begun you can return to the Title Screen by pressing the **Start Button**

Contents of Each Mode

ARCADE The game is a checkpoint style race, like the arcade version of "F355 Challenge

CHAMPIONSHIP There are a total of 6 races Compete for the combined highest score from each race.

SINGLE PLAY Basically the same as "ARCADE" but there is no time limit and the car setting can be changed

VERSUS PLAY 2-player split screen race

NETWORK RACE Connected to the internet- time attack is done using **ghost cars** with a large number of players

CAR SETTINGS Change the car setting.

DRIVING DATA View the driving data graph and replay Also, the best lap can be confirmed

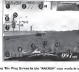
HOME PAGE Reads the home page You can also participate in the internet ranking

OPTIONS The control assignment and various setups are done

SAVE GAME Saves the file

LOAD GAME Loads the file

The Screen



This explains the basic screen display: The Play Screen in the "ARCADE" race mode is explained here as an example

① **Ranking/Number of cars participating:** Displayed on Race and Versus Screen

② **Time left:** Displayed only on modes with time limits

③ **Radar:** Shows the position of your car and your opponents

④ **Rear-view mirror**

⑤ **Number of current lap/Number of total laps**

⑥ **Total time passed**

⑦ **Lap time**

⑧ **Assist function selection cursor:** Press the B Button to select the help function

⑨ **Assist function indicator:** Press the Y Button to turn the selected help function ON/OFF

⑩ **Tachometer**

⑪ **Gear display**

⑫ **Speed meter (analog)**

⑬ **Speed meter (digital)**

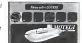
⑭ **Map display:** Shows the course map and position of your car and the leading car

Selection Screen

A selection screen appears before the races in each mode. The common items in the selection screens of the various modes are introduced here.

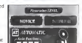
Course Selection

Selects the course to run. See page 23 for details of each course.


Please select COURSE
MOTEGI

Level Selection

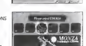
Selects the level. Depending on the level, the transmission type and the availability of the assist function will vary. The assist function can be switched ON/OFF separately during gameplay.


Please select LEVEL
NOVICE
INTERMEDIATE
AT AUTOMATIC
Assist Functions

Beginner: Shifting is automatic. All of the assist functions SC, TC, ABS, and IBS may be used.

Intermediate: Shifting is manual (6-speed). The assist functions SC, TC, and ABS may be used, and the IBS function cannot be used.

Professional: The handicap of the selected player is gone (can be selected only during Versus Player and only when the HANDICAP under OPTIONS is HEAT). The shifting operation and the assist functions are the same as the Intermediate level.


Please select COURSE
MONZA

Course Selection Screen

Select from 6 courses. Use the **Directional Button Left or Right** to make selections, and press the **A Button** to confirm the selection.

Level Selection Screen

Select the transmission type and assist function Use the **Directional Button Up** or **Down** to make selections, and press the **A Button** to confirm the selection

Assist Function

There are various types of assist functions to help the beginning driver improve his/her driving technique

The assist functions can be switched ON/OFF individually while driving (the assist functions that can be used differ based on the level) By playing with the assist function OFF the player can steadily improve

In OPTIONS the ON/OFF can be set at the beginning of the race

How to Switch the Assist Function ON/OFF

Press the **B Button** to move the assist function selection cursor displayed on the assist function indicator Press the **Y Button** to switch the selected function ON/OFF

SC

Stability Control

Posture control when cornering improves control stability

TC

Traction Control

Transfers the engine's power to the wheels for better traction. Improves control stability

ABS

Anti Lock Broke System

Keeps the tires from locking while braking

IBS

Intelligent Broke System

Automatically brakes before curves or turns With this function a beginner can concentrate on steering It is also useful to learn the braking points on the course

Mode Select

Select the mode you wish to play Move the Directional Button UP or DOWN to select and the A Button to confirm your selection

NOTE These modes are only available in Arcade and Single Play modes

Training: Learn the line of the course braking points and shift timing following verbal instructions and marks

Driving: Drive the course alone to improve your technique Also consulting your drive data a **ghost car*** appears

Race: Participate in a race and compete for the top ranking Try your skill in an actual race

*** The ghost car won't be displayed unless the "GHOST CAR" in "OPTIONS" is turned ON**

Characteristics of Each Mode

Please select MODE
TRAINING
DRIVING
RACE
Training
Driving

Training

The red line indicates the proper way to drive the course Refer to the mark indicating the next corner and try to follow the line as much as possible The brake display and speed advice are important for sound cornering The speed advice is only displayed when the IBS is turned OFF

Driving

Driving lets you drive alone freely There is no navigation See if you can apply what you've learned in training

Race

Once you're confident in your driving challenge the race Demonstrate the techniques you have learned and aim for 1st place

Play Modes

The flow of each mode selected in F355 Challenge Passione Rossa and its rules are introduced here

ARCADE

This mode is played just like the arcade version 'F355 Challenge ' As in the arcade version the car settings can not be changed

Once ARCADE is selected, the course selection screen is then displayed Select the course level and mode

Rules

There is a time limit in each mode but the remaining time is extended when the checkpoint is reached within a certain time and the player can continue to play

When you're in Training or Race mode the goal is reached once a certain number of laps have been run The game is over when the remaining time is out There are no continues In Driving you can play as long as there is time remaining Even when the time runs out 99 seconds are added to the remaining time when the **Start Button** is pressed while CONTINUE is displayed and the player can continue to play

Name Entry

If you beat a record your name can be entered Use the **Directional Button LEFT or RIGHT** to select and the **A Button** to confirm the selection

You will be asked if you would like to save the driving data after the race is completed To save, select YES Only one set of driving data can be saved on each course

CHAMPIONSHIP

A total of six races are held In this mode players compete for the highest total points acquired in each race The car setting can be made here

Flow of the Race

First select a level The six races are held within the selected level

Menus are displayed before and after each race. Adjust the settings based on the results of your "TEST RUN " and challenge the race

Select "DIGEST REPLAY" in the menu after a race to view the race in digest form

START RACE: Begin the race

TEST RUN: Test run the course To return to the Race Menu pause the game using **START** and select **QUIT**

CAR SETTINGS Adjust car settings

NEXT RACE: Proceed to the next race

DIGEST REPLAY: See the replay

EXIT Return to the Title Screen

Race Schedule

Six races are held in the following order The number of laps differs on each course

Race 1	Motegi
Race 2	Suzuka Short
Race 3	Monza
Race 4	Sugo
Race 5	Suzuka
Final Race	Long Beach

Acquired Points

The following are the points earned in the order of race finish

1st Place	15 pts	**6th Place**	4 pts
2nd Place	12 pts	**7th Place**	1 pt
3rd Place	10 pts	**8th Place**	1 pt
4th Place	8 pts	**Retire**	0 pt
5th Place	6 pts		

SINGLE PLAY

Single Play is basically the same as "ARCADE" but does not have a time limit and the car settings can be changed When "SINGLE PLAY" is selected, the Course Selection Screen is displayed

To end the "Driving," press the **Start Button** to bring up the Pause Menu and choose QUIT

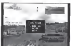
RETRY: Drive the course again

DIGEST PLAY: View the replay

SAVE DRIVING DATA: Save the driving data

COURSE CHANGE: Return to the Course Selection Screen
CAR SETTINGS Adjust car settings
EXIT: End "SINGLE PLAY and return to the Title Screen

Pause Menu



In the five gameplay modes the Pause Menu is displayed when the **Start Button** is pressed during a race. Select the items with the **Directional Button UP** or **DOWN** and confirm with the **A Button** Press the **Start Button** once again to cancel the pause

BGM: Turn the background music ON/OFF

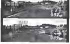
RETRY Start over again from the beginning of the race

RETIRE: Retire from the race

QUIT End play

* Items differ based on the mode

VERSUS PLAY



The screen is split vertically in two and two players can play against each other

After selecting "VERSUS PLAY" select your course level and mode The Menu Screen will be displayed The menu screens before and after the race are the same as in "SINGLE PLAY" The only exception is that the "DRIVING DATA cannot be saved

Player 1 selects the course and mode and both players select their own levels

The top half of the screen is controlled by Player 1 and the bottom half by Player 2

VS RACE: The winner is the one with the highest place in the given number of laps

TIME LAG RACE: After passing the checkpoint race until there is a difference over the regulated time

NETWORK RACE

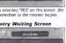
F 355 Challenge Passione Rossa allows for the download of other people's times over the network which are then accurately represented in game in all aspects through the use of ghost cars Before playing the "NETWORK RACE you must be registered with Dreamarena

Start Connection Screen

Connecting

By selecting "YES" on this screen the connection to the internet begins

Entry Waiting Screen



Starting A Race

1 Connect to the Internet Select "YES" to begin connection to the server

Entry Waiting Screen

By selecting YES on this screen the connection to the Internet begins

2 Once connected to the server you are entered and the Course Selection Screen is displayed Select yout course and level The course of the race is determined by the selection of the majority of the players.

3 Opponents are automatically selected from the entered players (Please note If you fail to find other players within a few minutes we recommend you disconnect and try again later) Once the timer runs out, the race automatically starts with the number of players selected

Race

The race order goes from Preliminaries to Finals

Preliminary

In the preliminaries, players drive one lap alone. Start order is determined by the finish order of the preliminary lap. If time runs out during a player's preliminary lap, the lap will not be recorded. This player will start at the very end of the line.

However, if there are multiple timed-out players, the order is decided on the distance driven.

* If there are over 9 players, those with the slowest qualifying times will be eliminated.

Finals

Players drive alone in the finals. Drive the required number of laps. If a player doesn't reach the goal within the time limit, he is retired and the results screen is displayed. After driving the required number of laps (or after retiring from not finishing within the time limit), your driving data is automatically saved. Next, the driving data of the other players is also downloaded to your machine. Once completed, the Dreamcast will auto disconnect from the Internet and the ghost car replay of the data received will begin. Select 'RETRY' on the End Screen to connect to the server once again to enter a new race.

Ghost Car Replay

View the race using everyone's driving data. While watching, press the **A Button** to switch (in race order) the player the camera is following. Press the **B Button** to switch viewpoints.

Caution When Using the Internet

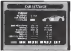
User Registrotion

One cannot connect to the internet unless the user is already set up with an internet service provider For those who aren't registered as users use the Sega Dreamcast Browser to register

Log-In ID

In the "NETWORK RACE" the Log-in ID recorded in the game memory
(the ID issued when registering with the Sega Dreamcast Browser) is used to identify the individual The Log-In ID won't be used for any other purpose

CAR SETTINGS



Car settings are made here The front and rear can be separately set up with the exception of "WING" and "LSD LOCK RATE."

When changing a setting select the item to change using the Directional Button and confirm with the **A Button** Next change the setup using the **Directional Button UP or DOWN** and press the **A Button** once again to confirm

Menu

LOAD

Loads the setting data previously saved Select the memory card to be loaded and the data file name using the **Directional Button** and confirm with the **A Button**

SAVE

Saves the setting data with the name entered in "FILE NAME". Select the memory card to be saved with the Directional Button and confirm with the **A Button**.

DELETE

Deletes the saved setting data. Using the **Directional Button**, select the memory card which the data to be deleted is located on, and the file name, and confirm with the **A Button**.

INITIAL SETTINGS

The current setting is set back to the initial setting.

EXIT

Ends the car setting.

Setting Items

FILE NAME

Enters the name when saving the changed setting.

CAR NUMBER

Sets the number of the car.

CAR COLOR

Sets the color of the car.

RIDE HEIGHT (mm)

The load movement and rolling amount will differ based on the riding height. When the front is lifted and the rear is lowered, the car tends to understeer. When the front is lowered and the rear is lifted, it tends to oversteer.

SPRING

If the spring rate is lessened, the movement change becomes more gentle, but the response worsens. If raised, it tends to do the opposite. If the front is strengthened and the rear is weakened it tends to understeer If the front is weakened and the rear is strengthened, it oversteers

- **Understeer:** Fills out on the outer side more than the steering wheel is turned
- **Oversteer.** Cuts in on the inner side more than the steering wheel is turned

STABILIZER

The adjusted value is the diameter of the stabilizer When set hard the stiffness increases It is the same as when the spring is hardened and suppresses the change in posture.

When the stiffness is higher the load movement of the left and right wheels increases and the grounding is lowered The car will understeer when the front is strong and the rear is weak, and oversteer when the front is weak and the rear is strong

CAMBER (deg)

This is the slanting of the tire when seen from the front of the car If the front side is negative it oversteers If the rear side is negative it understeers.

TOE (mm)

This is the slanting of the tire when seen from directly above the car It changes the response of the front and rear stability when going straight and cornering ability

LSD LOCK RATE (%) (reor only)

If there is a difference in the drive torque in the left and right driving wheels this restricts the operation The higher the lock rate the stronger the tendency to understeer

WING (deg) (reor only)

This is the angle of the spoiler Moving it towards one side increases the down force on the rear of the car

DRIVING DATA

View the graphics and replay of the driving data saved after the race

The data saved on the arcade version "F355 Challenge Passione Rossa" twin type can also be selected

LOAD: Select the driving data Prepare 2 memory cards and select the same course in 1 and 2 of "DATA AREA." The main data can be seen in Area 1, and the reference data can be viewed in Area 2

DATA ANALYSIS: The various graphs of driving line speed (thick line) engine speed (thin line) and shift change (right angle line on the bottom) can be viewed

The driving line of the main data is indicated by red The driving line of the reference data is indicated by yellow

REPLAY: The Ferrari 355 drives on the displayed driving line A red Ferrari 355 runs in the main data, and a yellow Ferrari 355 runs in the reference data There are 4 viewpoints

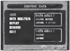
RECORD: The record can be viewed by course level and by each mode Select the mode course and level using the **Directional Button LEFT or RIGHT**

Driving Data

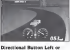
The driving data (driving line engine speed speed etc) of the fastest lap is recorded Each course is a separate file and 17~39 blocks are used. Once saved, the following is made possible

Viewing the Data

Detailed data can be confirmed and the graphic display and replay can be viewed



CONTROLLING THE REPLAY SCREEN



Directional Button Left or Right: Rewind/Forward

X Button: Switch viewpoint.

Y Button: Switch display of main data/reference data

A Button or Start Button: Pause

B Button: Quit

EXIT: Ends the "DRIVING DATA"

Ghast Car

Automatically used as the ghost car data during free driving In courses where data isn't saved the standard data on the disc is used for the ghost car

Cautian When Saving

Only one instance of driving data for each course can be saved on 1 memory card To save multiple Instances of driving data of the same course use multiple memory cards By selecting 'YES' in the confirmation screen the driving data of the same course previously saved is overwritten

HOME PAGE

View participants internet rankings and the home page Before viewing the home page users must connect using an internet service provider To participate in the internet ranking insert the memory card with the game file into the controller extension slot.

OPTIONS

The various setting of the game and key assignment are done here Select with the **Directional Button UP or DOWN** and press the **A Button** to confirm the item to change Next change the setting with **Directional Button Left or Right** and confirm again with the **A Button** Return to the previous screen by selecting "**EXIT**"

GAME SETTINGS

STEERING: Adjust the steering sensitivity

ASSIST FUNCTION SETTINGS: Confirm the initial setup of the assist function

TIME DIFFICULTY: Adjust the difficulty by changing the time limit in "ARCADE"

MAGIC WEATHER: Set the climate

HANDICAP: There is a handicap only for players who select beginner and intermediate in "HEAT" and beginner in "AID" There is no handicap for "SIMULATION" for beginners or intermediate players

GHDST CAR: Choose whether to show the ghost car

LAP SETTING: Set the number of laps in the course The laps increase in the order of "SPRINT GRANDPRIX and ENDURANCE"

DRIVER NAME Enter the name This is the name displayed in the "NETWORK RACE"

DEVICE SETTINGS

Change the controls (key assignment) Select a pre-set control style or make a custom one

ANALOG CALIBRATION

Slowly press the **Analog Thumb Pad UP** plus the **L/R Triggers** then press the **A Button** where the analog input starts to work and press the **B Button** at the maximum value

SOUND & SCREEN

AUDIO: Switch between stereo and mono

BGM VOLUME: Adjusts the background music volume

BGM TEST: Auditions the background music

DEFAULT: Returns the background music volume to its initial setting

WIDE: Sets the screen for wide televisions.

ADJUST: Changes the screen display position

SAVE GAME

Saves the game file Select the memory card to save with the **Directional Button** and confirm with the **A Button**

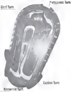
LOAD GAME

Loads the game file Select the memory card to load with the **Directional Button** and confirm with the **A Button**

Courses

The courses that appear in this game are scrupulously made after actual courses The courses are introduced here.

Motegi

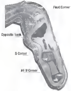

Panasonic Turn
Cool Turn
Gaston Turn
Kenwood Turn

Overall Length: 2414 miles

Maximum Bank Angle: 10 degrees

This extremely simple layout brings about a super high speed contest The course is more profound than it looks Pay attention especially to the 3rd corner If you don't slow down you may hit the wall

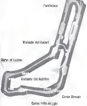
Suzuka Short


Final Corner
Opposite Bank
S Corner
#1 ② Corner

Overall Length: 2243 miles

Don't take it lightly just because it's a short version of Suzuka Pay attention especially when entering the final corner from the opposite bank The difficulty level is pretty high Your time will differ greatly depending on how you attack this final corner Needless to say it is perfect for practicing for Suzuka

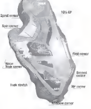
Monza


Parabolica
Variante del Ascari
Curva di Lesmo
Variante del Rettifilo
Curva Grande
Curva della Roggia

Overall Length 5770 miles

A great speed track There are many areas where the throttle can be opened up all the way unlike the other courses Besides the S curve and the two chicanes it's mostly straight with gentle curves

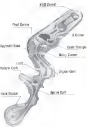
Sugo


110R corner
10% UP
Sprit corner
Spin corner
First corner
Horse Back corner
Second corner
Back stretch
SP corner
Rainbow corner

Overall Length 3704 miles

It is 70 miles above sea level but it is comparatively easy if you keep the inclines in mind while driving The most important aspect is the final corner As long as you try to plunge into it you can certainly ride on straight speed

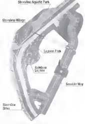
Suzuka


1/2 Corner
Final Corner
3 Corner
Opposite Bank
Casio Triangle
Dunlop Corner
Hairpin Curb
Degner Curb
Back Stretch
Spoon Curb

Overall Length 5864 miles

One lap is very long here and there are few areas where mistakes are forgiven. The standard layout is in the shape of the number 8. It is a very technical course including various types of corners

Lang Beach


Shoreline Aquatic Park
Shoreline Village
Lagoon Park
Rainbow Lagoon
Seaside Way
Shoreline Drive

Overall Length 2558 miles

High speed straight aways, right angled corners and tight hairpins are skillfully combined in Long Beach. It is important to grasp the braking point of the right angled corner after the long back stretch

Notes

Notes

Notes

NEED HELP???

Hints, Tips and Cheats
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Email Support
eurosupport@acclaimworld.com

Or write to:
Acclaim Entertainment Technical Support
Unit A, Sovereign Park
Brenda Road
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